Troll

APPLE DISK
Apple II/II+/IIe/IIc/IIcs
Applesoft, 48K

Micro Courseware

SPACE JOURNEY:

The Planets and Stars

Grades 4-6

A TROLL LEARNING CENTER

This unit contains: 1 micro-software disk and a User's Guide.

A TROLL LEARNING CENTER

In **SPACE JOURNEY: The Planets and Stars** students lift off in an exciting voyage to the stars, discovering astronomy and the solar system while developing cognitive skills. As crew members, students learn to use and interpret charts and graphs, while star-gazing activities provide knowledge of the planets and constellations.

THIS LEARNING CENTER CONTAINS:

- a MICRO-SOFTWARE program disk
- a User's Guide

TROLL ASSOCIATES

SPACE JOURNEY: The Planets and Stars TROLL MICRO

Troll MICRO

COURSEWARE

USER'S GUIDE

SPACE JOURNEY:

The Planets and Stars

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Troll Micro-Software

SPACE JOURNEY:

The Planets and Stars Micro User's Guide

System Requirements

1. Apple IIgs, IIc, IIe, II+, II (with Applesoft and at least 48K of RAM), or Macintosh LC (with Apple IIe Card).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

SPACE JOURNEY is designed to provide students with basic information about the planets of the solar system, the Moon, and the constellations, while improving each student's skills at interpreting charts and graphs.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the menu appears.

1) SPACE JOURNEY
   The Solar System
   Planet Facts

2) STARGAZING
   Stars and Constellations
   Astronomy

3) MOON WALK
   Our Satellite, The Moon
   Lunar Data and Graphs

To choose an activity, simply press the number of your choice. The activity will load and run automatically. Press C to see the credit screen or Q to quit the program.

Special Keys

	H	**Help**
CONTROL	X	**Return to Menu**
CONTROL	O	**Turn Sound On or Off**

The Activities

SPACE JOURNEY

In this activity, students discover a number of fascinating facts about the planets of the solar system as they develop skill in using and interpreting charts.

As the activity begins, one of the planets of the solar system is described in a Mission statement. Use the planet charts to determine which planet best fits the description. To see planet charts, press **1**. Press **2** to see planet hints. The planet hints tell which charts to use. Decide which planet best fits the description, and press **3** to go to the planet. The left and right arrow keys will position the spacecraft to fly to the planet, and Return launches the spacecraft. If your first answer is incorrect, you will get a second try. After the second incorrect answer, the correct answer is provided.

Now use the radar robot to find one invisible spacecraft for each planet. The **U, D, L,** and **R** keys or the arrow keys move the radar robot. Watch the arrow on the radar screen to see which direction to move. The radar robot sound will speed up as you get close to a spacecraft. Try to find a spacecraft for each planet before your fuel runs out.

STARGAZING

In this activity, students are introduced to the constellations.

Choose a month of the year by pressing Space Bar until the desired month is highlighted, then pressing Return. A view of the constellation that can best be seen during that month appears. Then any one of several views of the constellation may be chosen, more information about the constellation may be displayed, or a new month may be selected.

After selecting constellations for all 12 months, there is a game option. In the game, you have two chances to press Return when a target number (from 1 to 12) appears in the middle of a spinner. The spinner will then be pointing toward one of the constellations, which you must identify. If you need a hint, press the ? key. Press the arrow keys until you see the correct name of the constellation, then press Return. At the end of the game, all unidentified constellations are named.

MOON WALK

In this activity students can discover interesting facts about the Moon and improve their skills at interpreting graphs. The activity is divided into two sections: **Moon Facts** and **Moon Graphs.**

To play **Moon Facts,** choose facts about the **Lunar Surface, Moon Phases, Gravity,** or **Lunar Eclipses.** After completing each section, you have the option of playing **Moon Walk** in which factual statements must be identified as True or False. If your answer is incorrect, the correct answer will be provided.

(Continued)

Activities (Continued)

To play **Moon Graphs,** you must plot data on graphs. Press **R** to activate the rocket, then type a number from 1 to 5 to move the rocket to the correct column. To move the rocket up or down the column and plot the data, use the up and down arrow keys or **U** and **D**. After all the points are plotted, the graph will be drawn. Then answer the questions that are based on the graph.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks as long as the product is in production. If any single-user program fails to load or run, simply return it to us for a free replacement.

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